

Disney · PIXAR



# BASH & CRASH

**A CHALLENGING  
BOARD GAME****AN AMAZING  
POSTER****AWESOME  
COMICS**



**STICKERS:  
GOTTA LOVE 'EM!  
ADD THESE  
TO YOUR  
COLLECTION!**



## **THE COMPLETE COLLECTION OF 32 CARDS!**

With the cards from this issue, together with the cards from the three previous issues, you can play three games:  
**Roshambo, Family of Four, and High Value.**



## **FAMILY OF FOUR**

**A game for 2 or more players.**

**Object:** to collect card families.

**How to play:** Each player gets the same number of cards, in multiples of 4 (for example: 4, 8, 12, or 16). The deck must contain only families composed of 4 cards each.

If you are dealt 4 cards from the same family, remove them from your hand and set them

aside—they're out of play.

Take turns picking one card at a time, without looking, from your opponent's hand.

If there are more than 2 players, pick a card from the player on your right. Every time you complete a family, set it aside.

**And the winner is . . .** the first player to set aside all his or her cards in family sets.

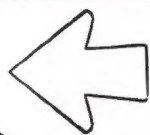
YOU'LL FIND **THE FINAL 8 CARDS** ON **PAGE 35**,  
AS WELL AS THE RULES FOR THE **HIGH VALUE** GAME.

**HAVE FUN!**



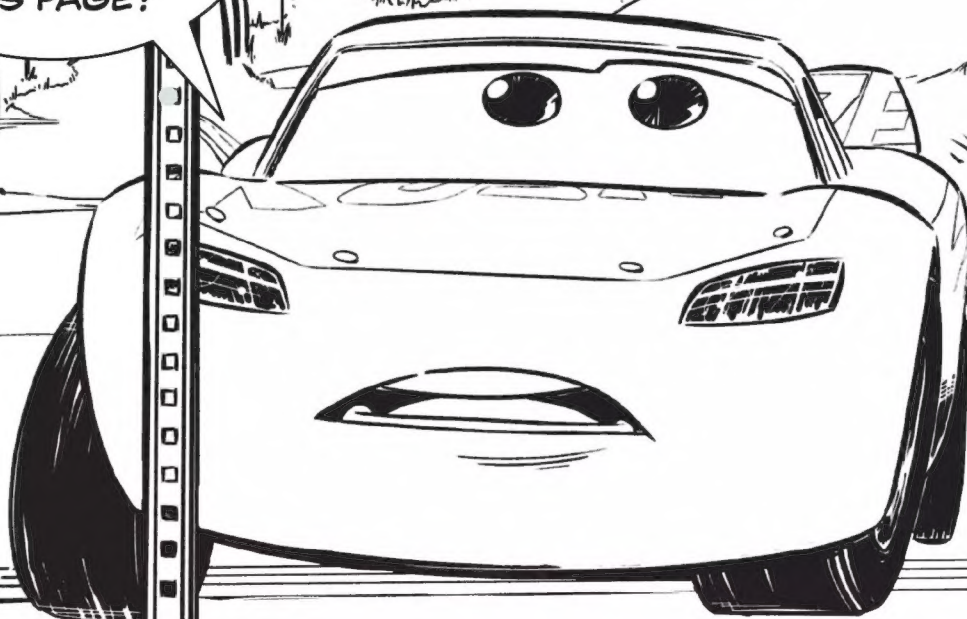
# **WELCOME** TO THE EXCITING **WORLD OF** **CARS** **MAGAZINE!**

THUNDER HOLLOW →



← SPARKS GAP

HI THERE!  
WHILE I DECIDE  
WHICH WAY TO GO,  
CAN YOU COLOR  
THIS PAGE?



**DIVERSITY'S THE NAME  
OF THE GAME IN THE  
WORLD OF CARS!**

**PLAY ALONG!**

**08 09**



## **CONTENTS**

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# ARVY MOTORHOME



ARVY MOTORHOME-1995 BOXAMATIC COACH

**HOMETOWN:** Thunder Hollow

**SKILLS:** He plays rough on the track, spinning and smashing the competition every Friday night at the Crazy Eight.

**FEATURES:** Arvy is a loyal competitor with a ring like a bull's in his grille. The number 00 is sloppily painted on his sides.



U.S.A.

#52

## FRIGHTENING FRIDAYS

The lights are on every Friday night at the Crazy Eight Demolition Derby. When you're out, you're out. And when the chase is on . . . run for it!



## A THUNDER HOLLOW VETERAN

Arvy is a formidable demolition racer, big enough to take on anyone insane enough to play along.

But Lightning McQueen had a different kind of competition in mind!



## UNEXPECTED OUTCOME

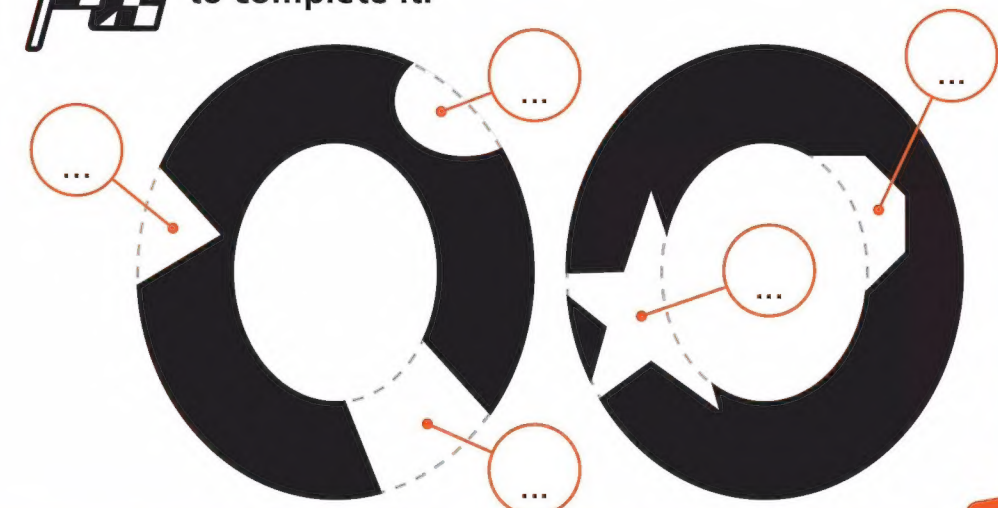
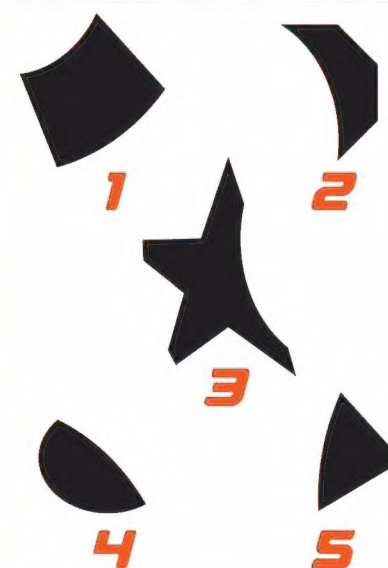
At one point, Pushover lands on Arvy's roof. "Look at my new hat!" cries Arvy. He is later eliminated when he falls on his left side with Pushover.



## DOUBLE ZERO

Arvy's also famous for his number, the ol' double zero.

Fill in the 5 missing pieces to complete it.






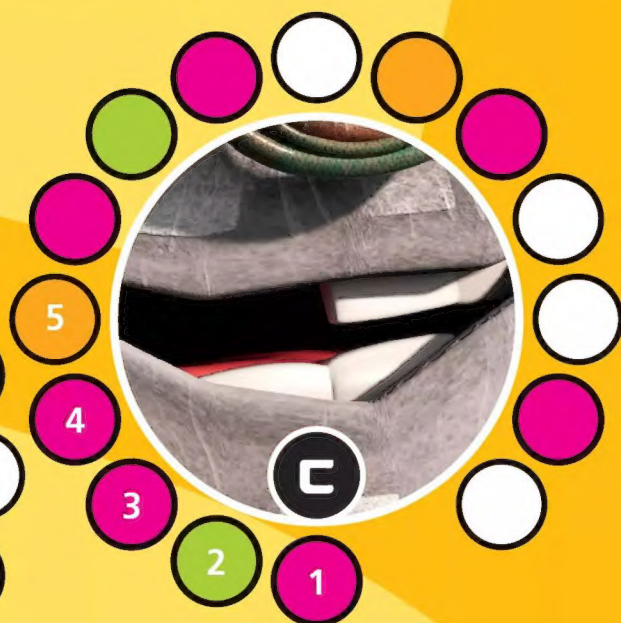
# HEY, EIGHT!

1

## ATTENTION TO DETAILS

It's the details that make each of us unique, and Arvy's definitely one of a kind!

 Highlight the 3 details below by completing the right color sequences.



2

## ALWAYS 8



At Thunder Hollow, number 8 is tops!

Do these 8 operations and see which ones add up to 8.

A

$$5 + 3 = \bigcirc$$



B

$$7 + 2 = \bigcirc$$



C

$$6 + 1 = \bigcirc$$



D

$$4 + 4 = \bigcirc$$



E

$$2 + 6 = \bigcirc$$



F

$$3 + 5 = \bigcirc$$



G

$$6 + 3 = \bigcirc$$



H

$$7 + 1 = \bigcirc$$





# ONE OF A KIND

1

## WHAT SIZE ARE YOU?

Whether big or small, each of us is unique and important. Put the 5 characters in order from the smallest to the biggest.



A

B



C

D



E



2

## CAR-TEGORIES

And not just cars . . . there are lots of different categories of vehicles. Count the characters that belong to each of the 4 groups below.



TRUCKS

PITTIES

CAMPERS

PICKUPS

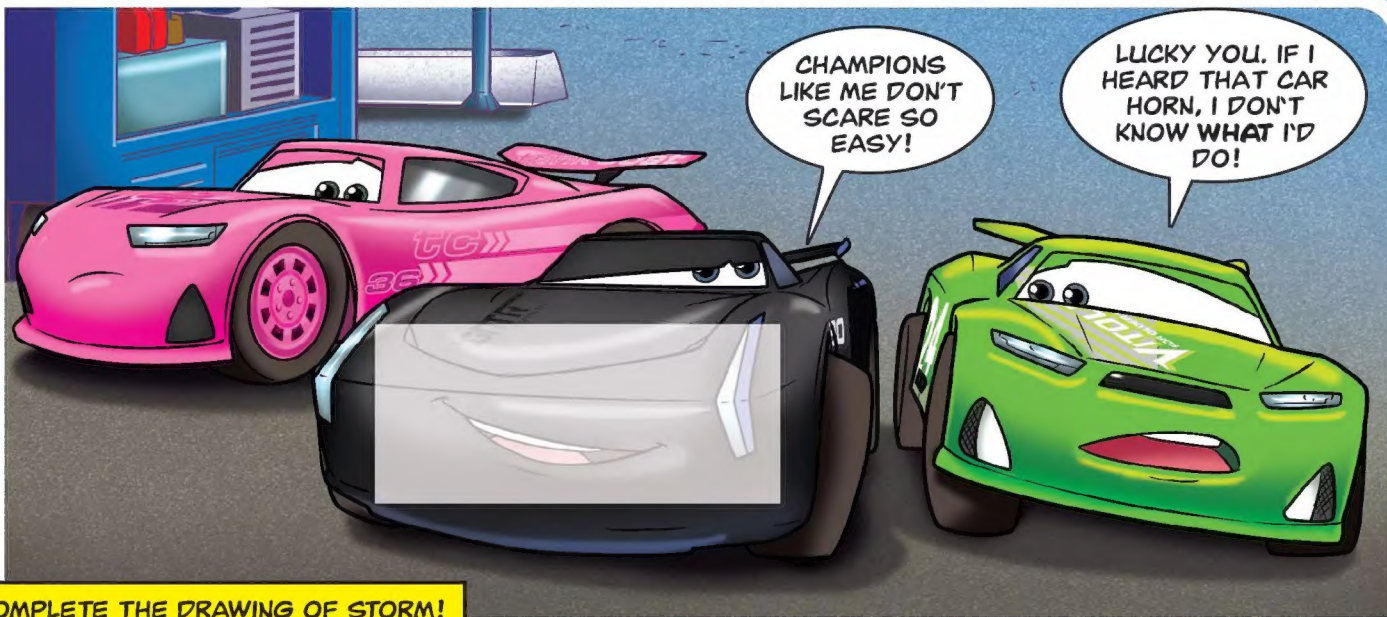




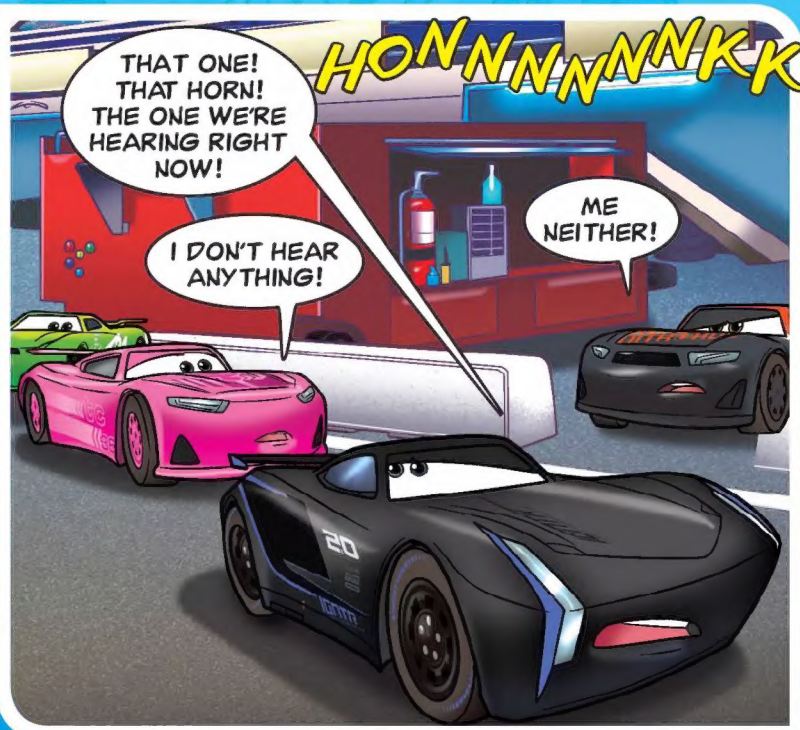
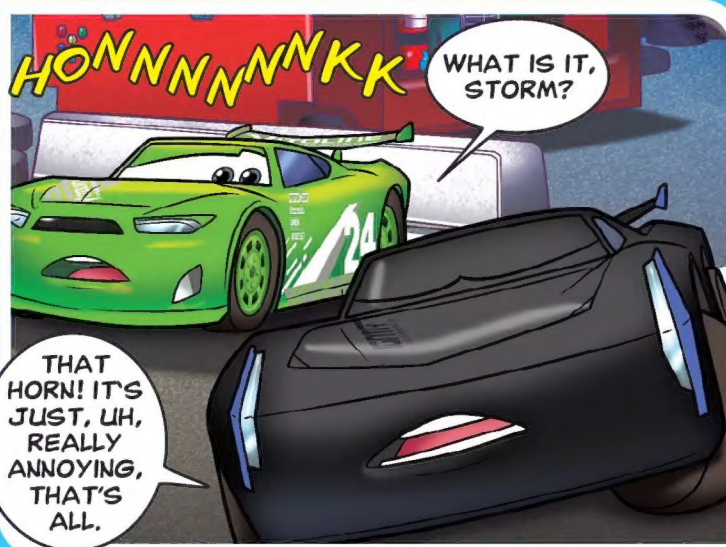
# THE CURSED CAR HORN!



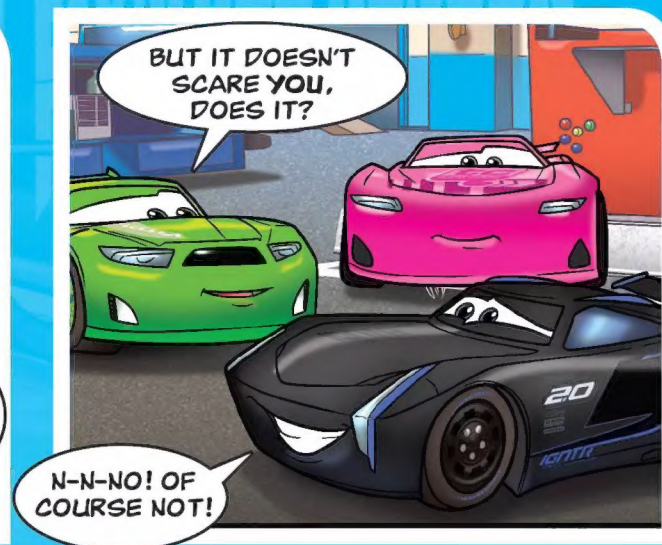
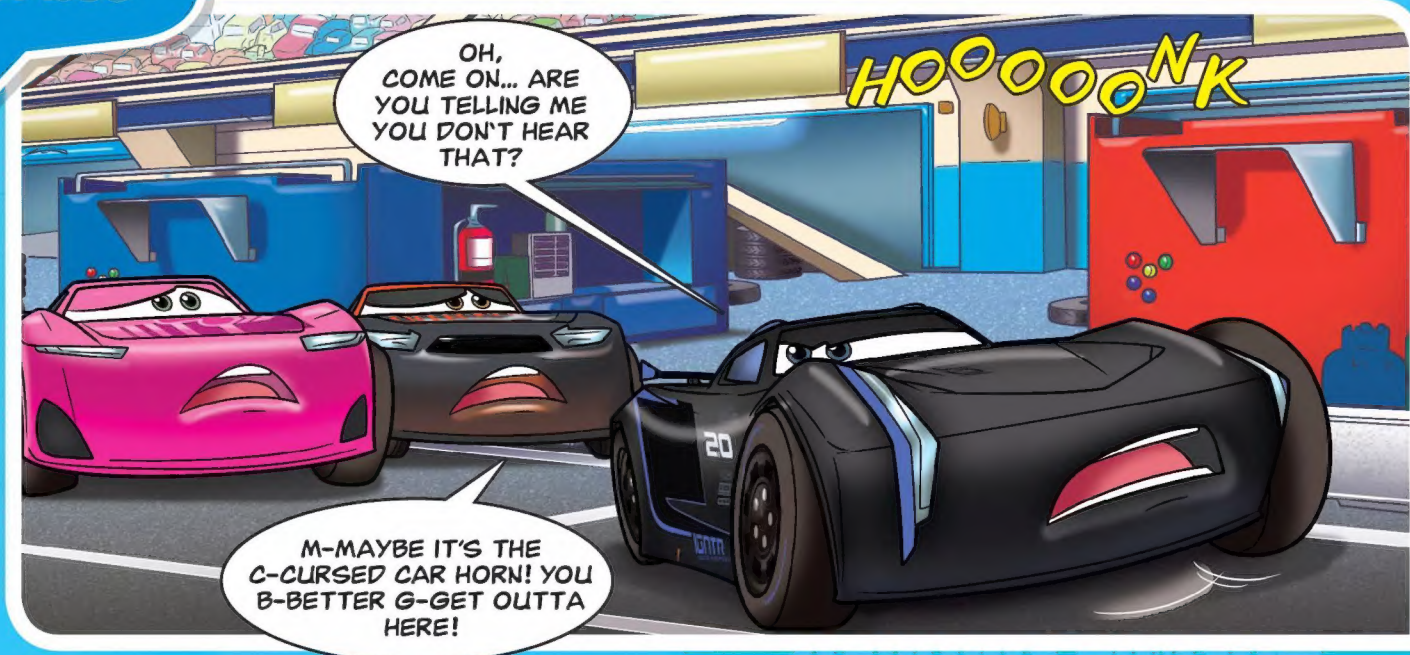




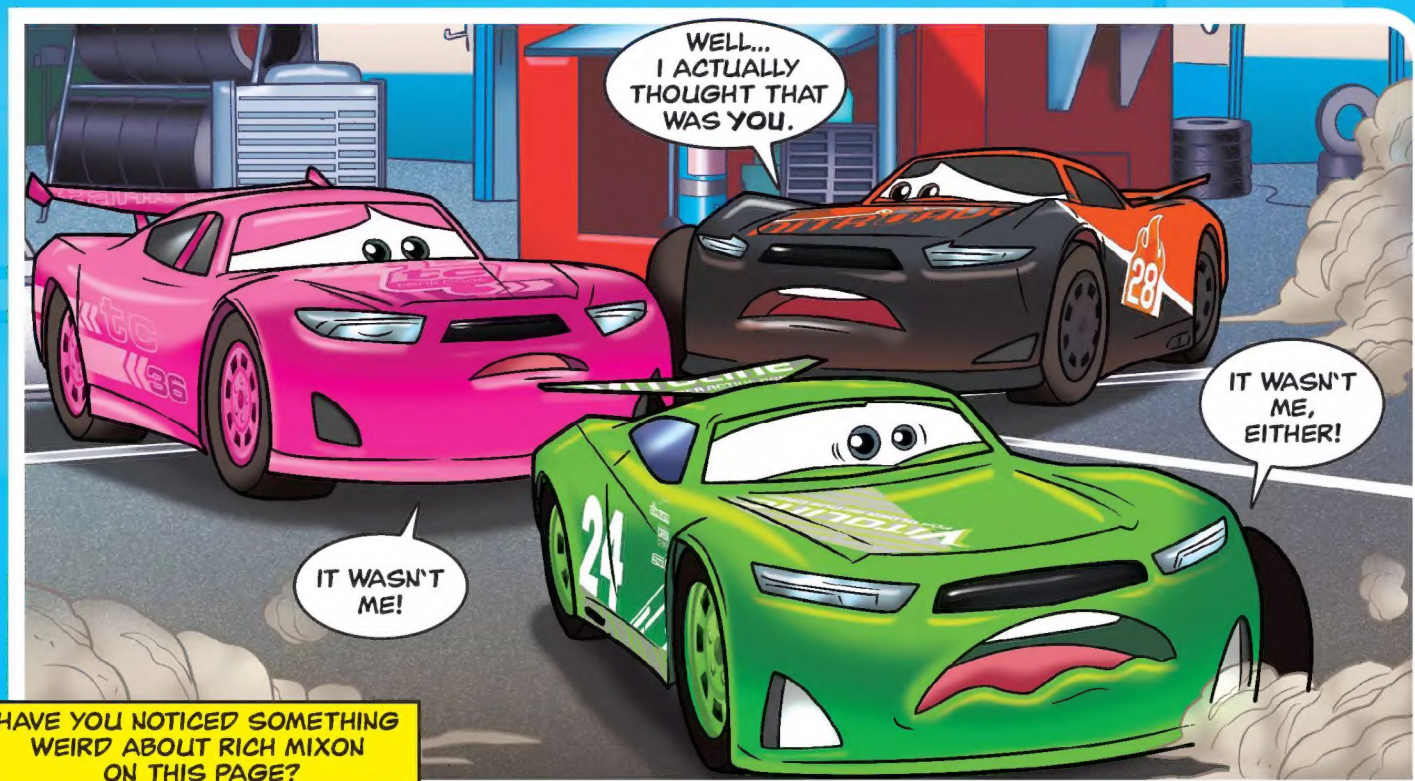
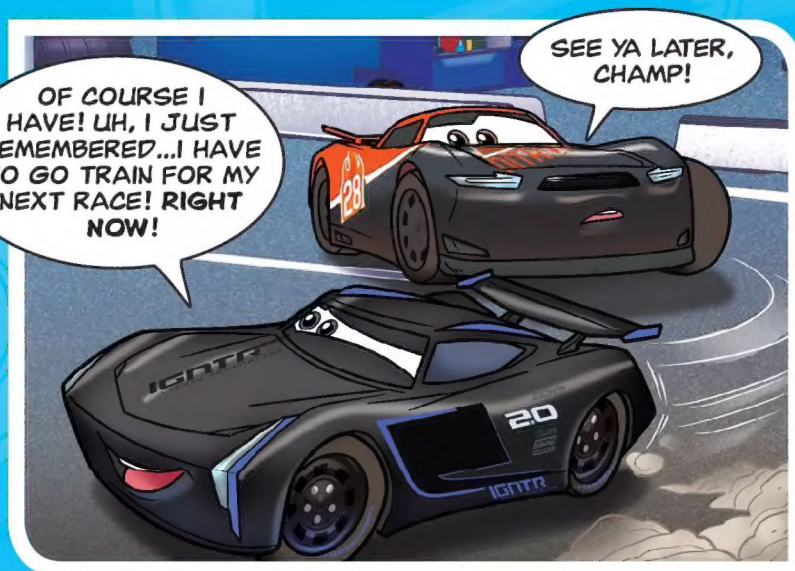
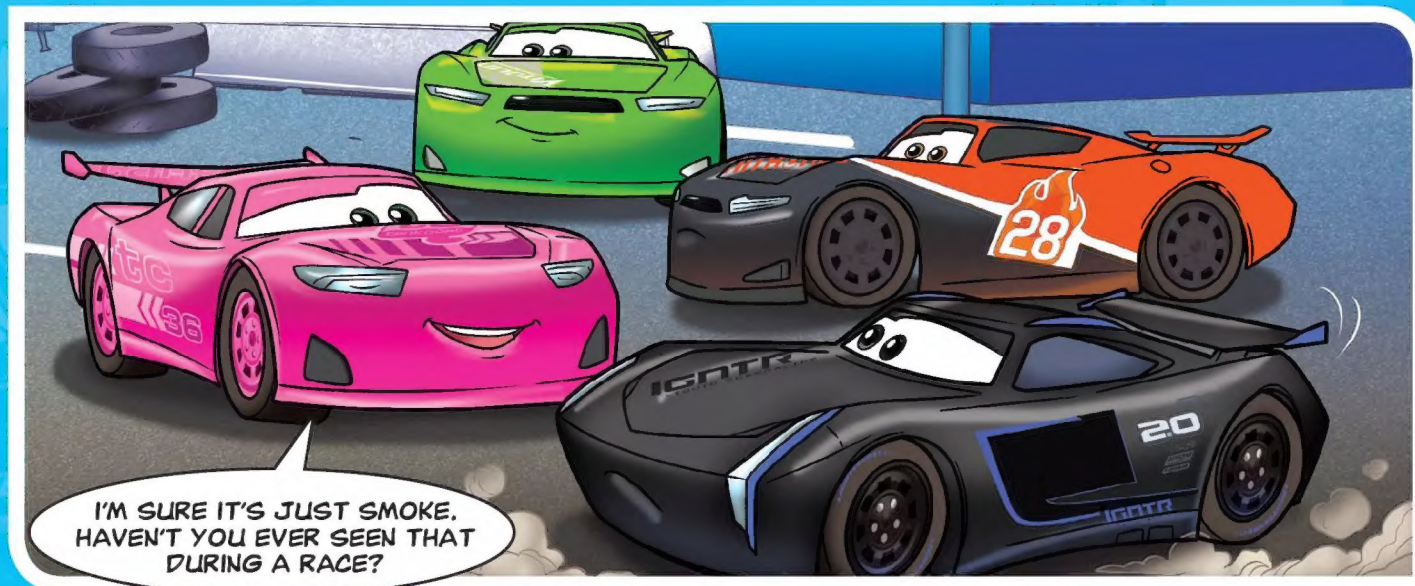
COMPLETE THE DRAWING OF STORM!





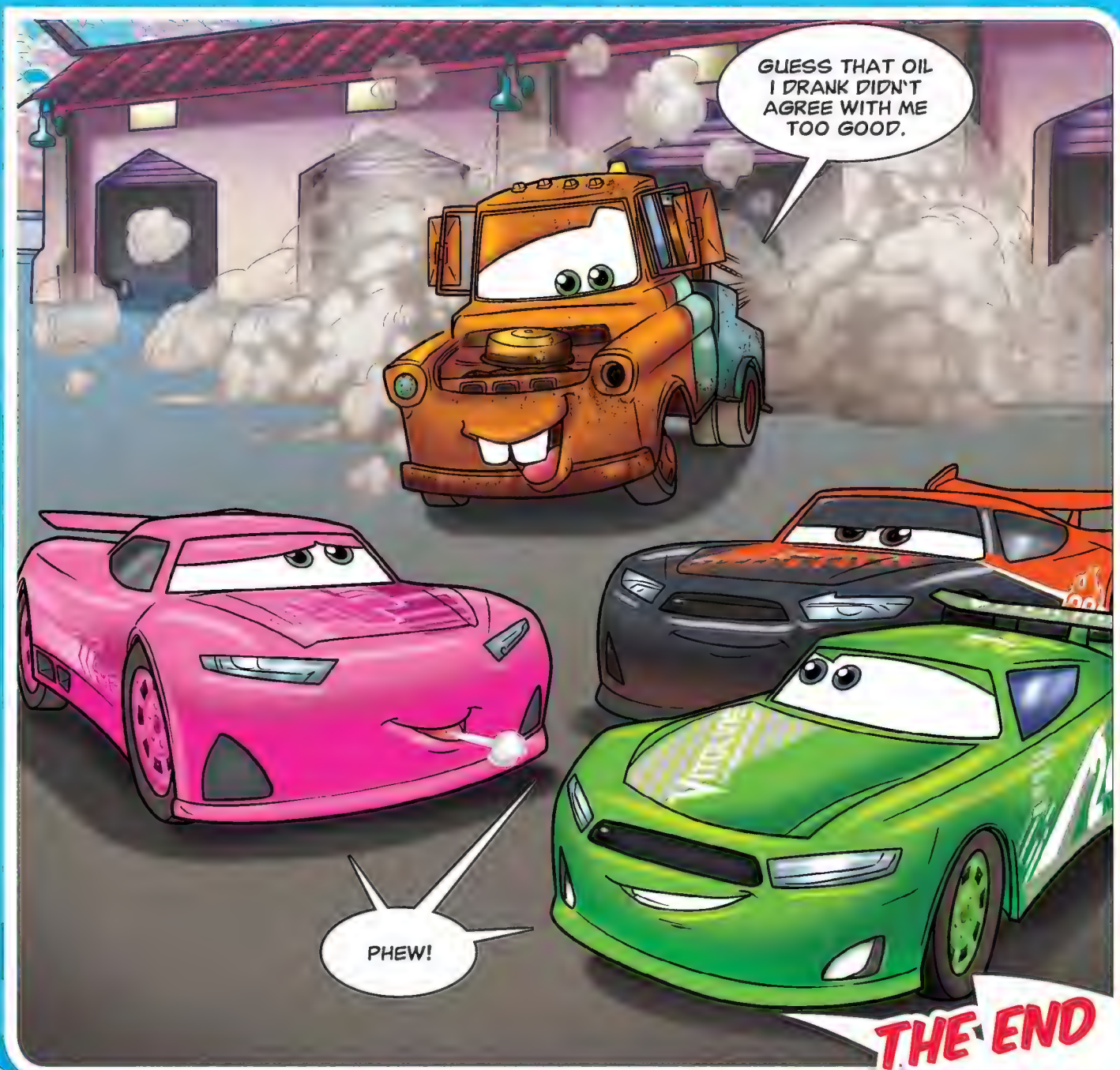






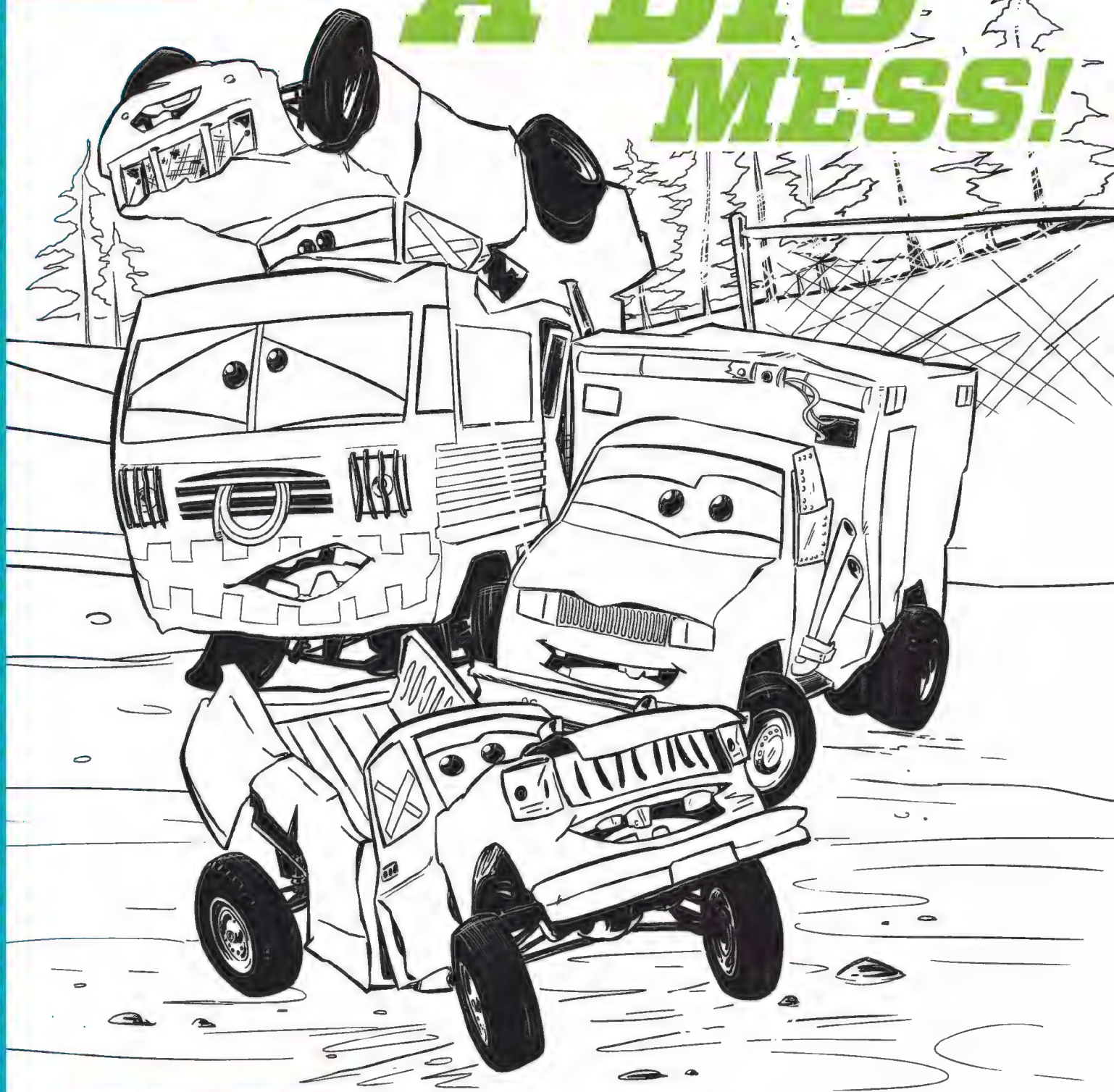
HAVE YOU NOTICED SOMETHING WEIRD ABOUT RICH MIXON ON THIS PAGE?







# A BIG MESS!

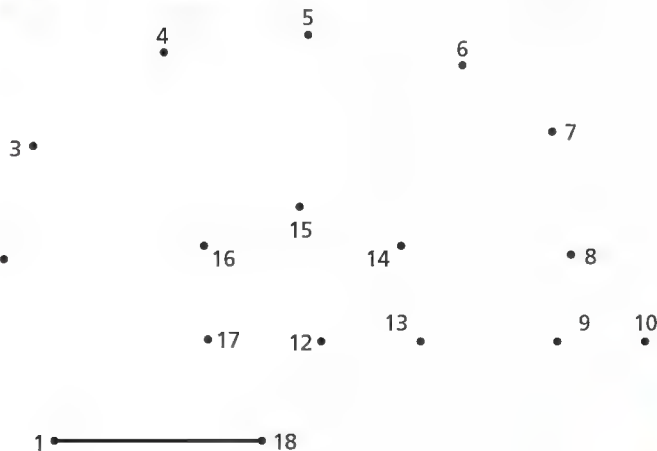


## NEED HELP?

Things are getting out of hand at Thunder Hollow: Add some color to this chaotic scene!



To keep from getting smashed, you'll have to make a quick maneuver. Connect the dots from 1 to 18 to find out what it is.





# STRONG LADIES



## 1 LOOKIN' GOOD, ON THE GO!

Sally loves cruising mountain roads, but she can't stand getting dirty! Guide her along the way back to Radiator Springs, avoiding leaves, mud and bugs.



START



## 2 LOST HEART

Everybody knows love makes you lose your head, but this time a heart is missing in this shot featuring Lynda Weathers and The King. Check it off!



## 3 FLO'S SLOGAN

Flo knows how to attract customers to her café.



Cross out the letters of her name, F-L-O, then write the ones left over in order to see what she has to say.

LFOIOLFHOLFALALOLFVOLFL  
ELOFLOGLFLOAFOLFSOFL

— — — — — ! LOTS OF GAS!



# STORM CHASE





# FLASHBACKS

## 1 FRAGMENTED FRAMES

Lightning McQueen wants to reassemble some of Doc Hudson's old, torn-up photos. Match the edges to pair them up and write the numbers in the blanks.



**A**

**B**

**C**

**D**

**E**

**F**

**G**

**MATCH THE FRAMES**

<b>A</b>	...	<b>B</b>	...
<b>C</b>	...	<b>D</b>	...

**4**

## 2 FADED MEMORIES

Louise Nash relishes her memories of golden days gone by, although some seem to have faded.



Connect each of these shots to the corresponding close-ups in black and white.



**MATCH THE SHOTS**

<b>A</b>	...	<b>B</b>	...	<b>C</b>	...	<b>D</b>	...	<b>E</b>	...	<b>F</b>	...	<b>G</b>	...
----------	-----	----------	-----	----------	-----	----------	-----	----------	-----	----------	-----	----------	-----



# CHAMPION ON TWO WHEELS

THOMASVILLE: CRUZ AND LOUISE NASH ARE TRAINING!

>GASP!< RACING ON TWO WHEELS IS REALLY TOUGH.

BUT VERY USEFUL WHEN YOU'RE COMPETING!

V  
R  
O  
M

LOOK CAREFULLY AT THE PANEL. HOW MANY RED FLAGS ARE THERE?

BUT... I HAVE LESS GRIP ON THE TRACK WITH ONLY TWO WHEELS. HOW COULD A DISADVANTAGE LIKE THAT EVER BE USEFUL?

TUM P

LET'S GO TO THE COTTER PIN AND FIND SWEET TEA. SHE'S THE RIGHT CAR TO ANSWER YOUR QUESTION.

SWEET TEA?!? I THOUGHT SHE WAS JUST A SINGER, NOT A RACING EXPERT!

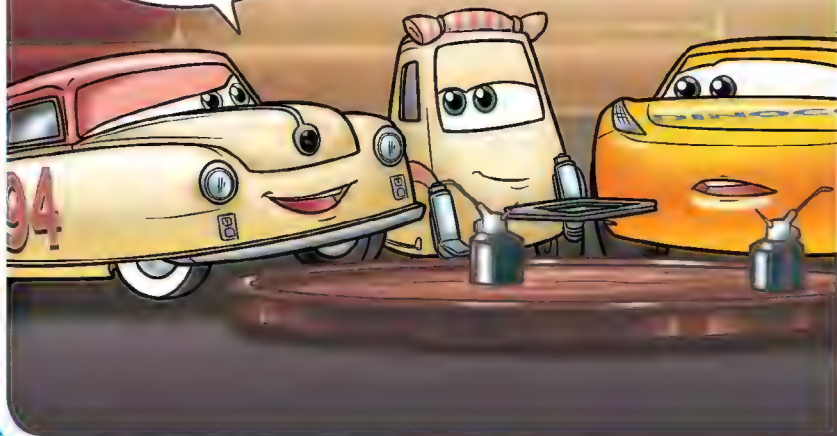
OH, SHE'S FULL OF SURPRISES!

ANSWER: THERE ARE THREE RED FLAGS!



SO...

YOU KNOW,  
SHE WAS THE  
BEST PITTIE I  
EVER HAD.



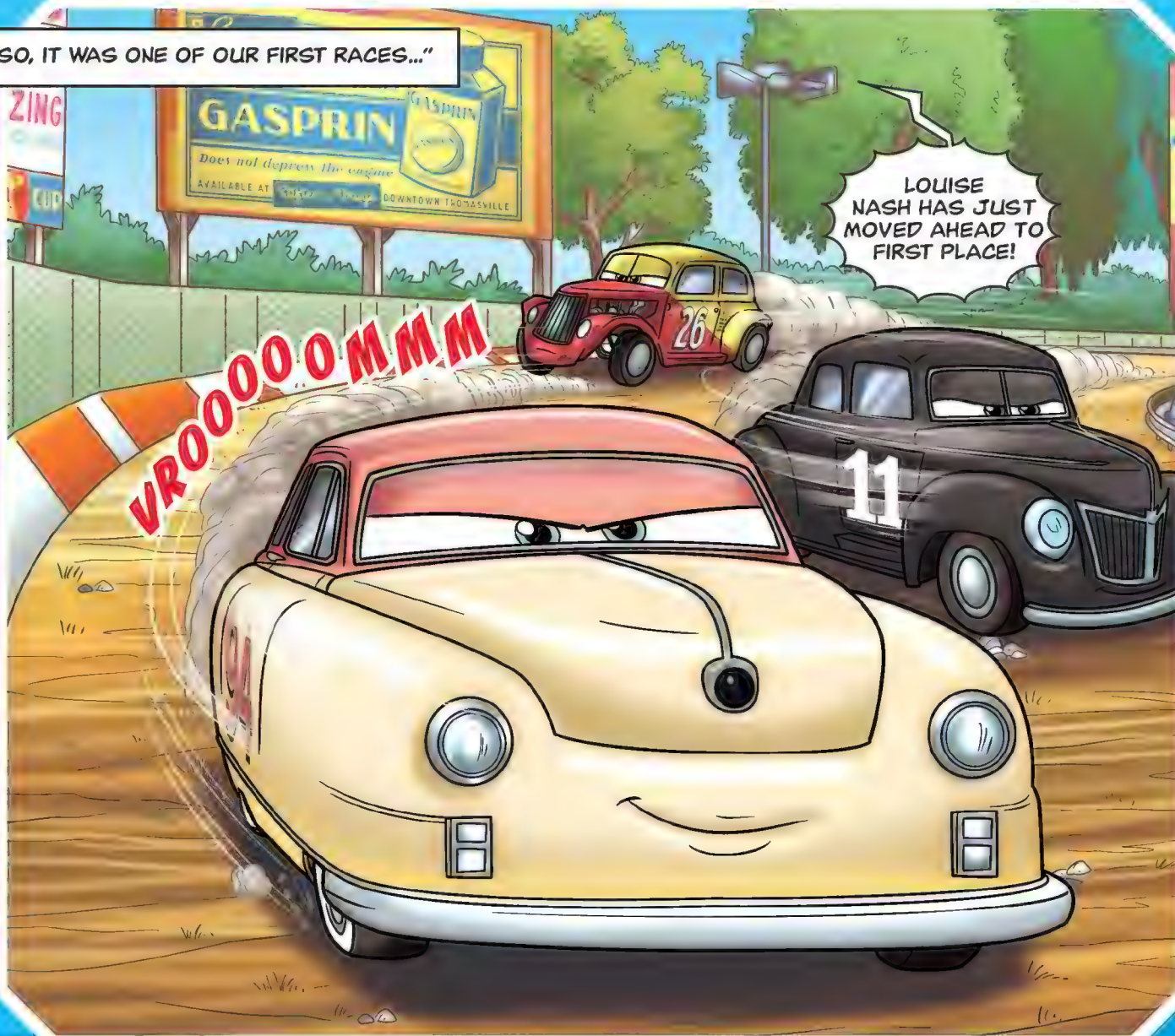
SO, YOU WANT  
TO KNOW WHY  
LOUISE TAUGHT  
YOU TO RACE ON  
TWO WHEELS?

UM...  
YEAH!



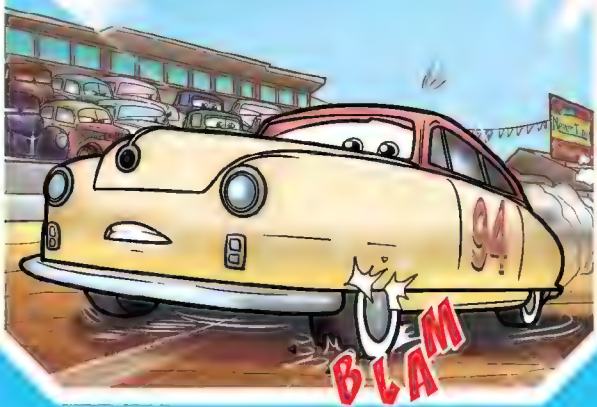
"SO, IT WAS ONE OF OUR FIRST RACES..."

LOUISE  
NASH HAS JUST  
MOVED AHEAD TO  
FIRST PLACE!





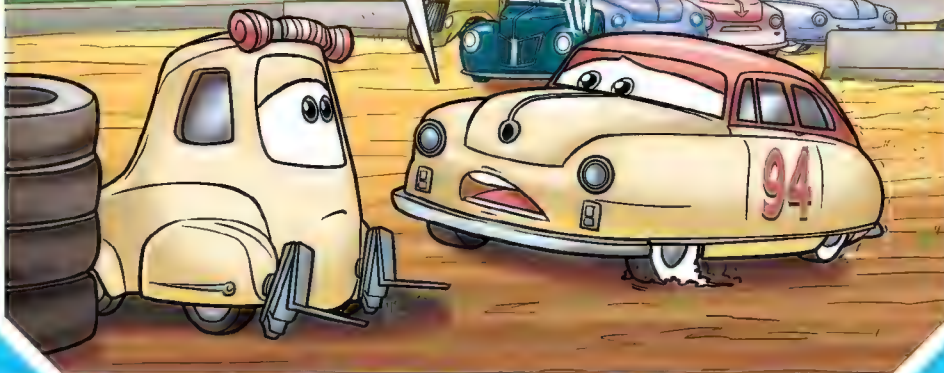
"AAAAND AS USUAL, SOMETHING UNEXPECTED HAPPENED!"



OH, NO!



QUICK! IF WE CHANGE THE TIRE FAST, I STILL HAVE A CHANCE TO WIN.

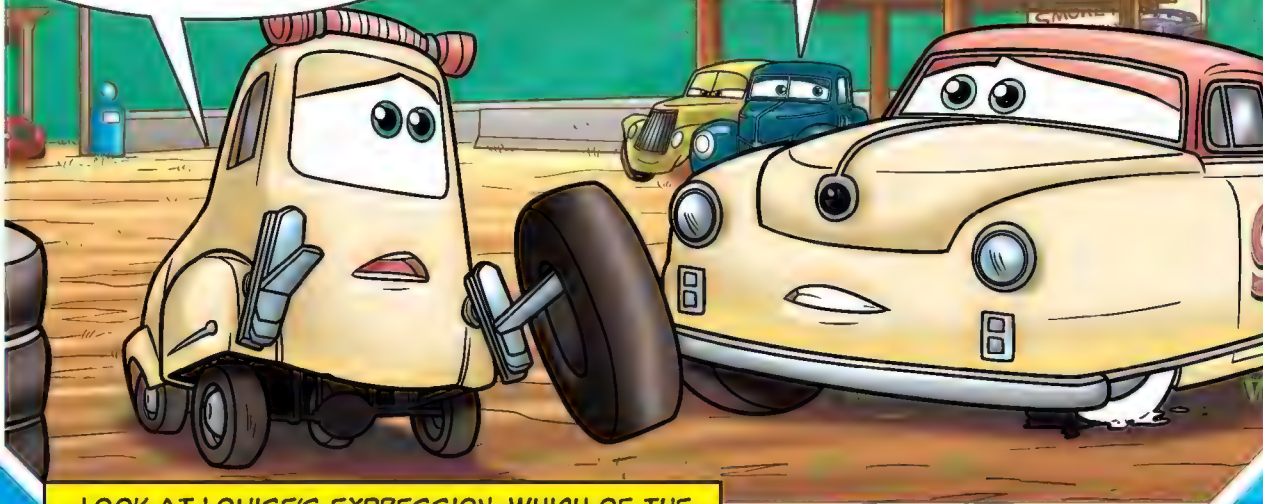


OH, NO! WHAT A DISASTER!



SOMEHOW WE GOT THE WRONG-SIZE TIRES. THESE ARE ALL TOO WIDE!

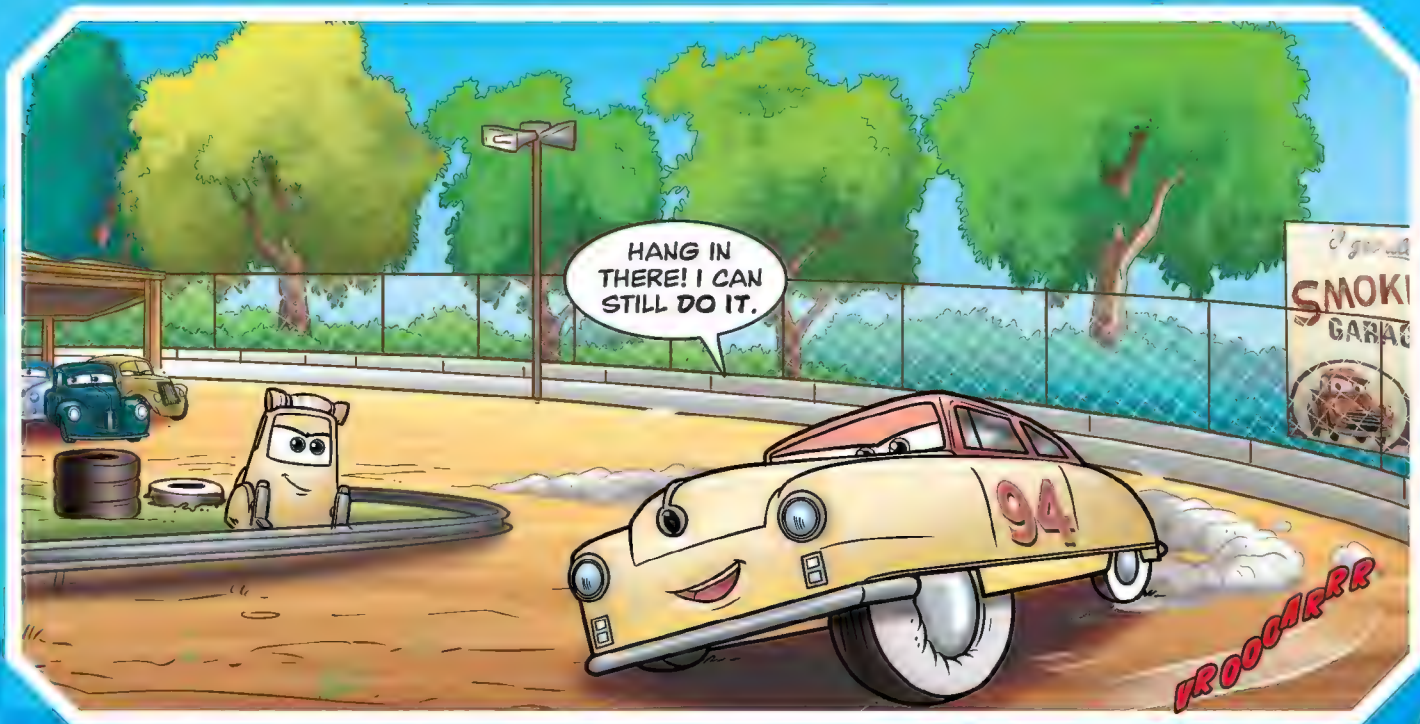
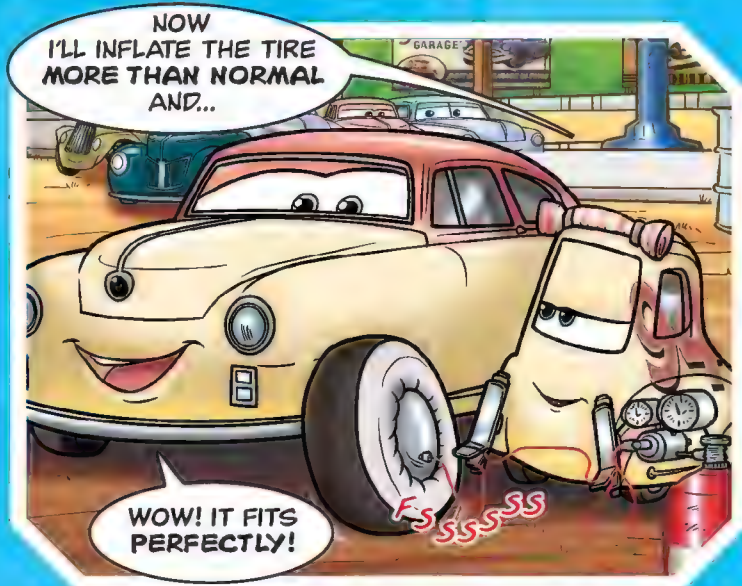
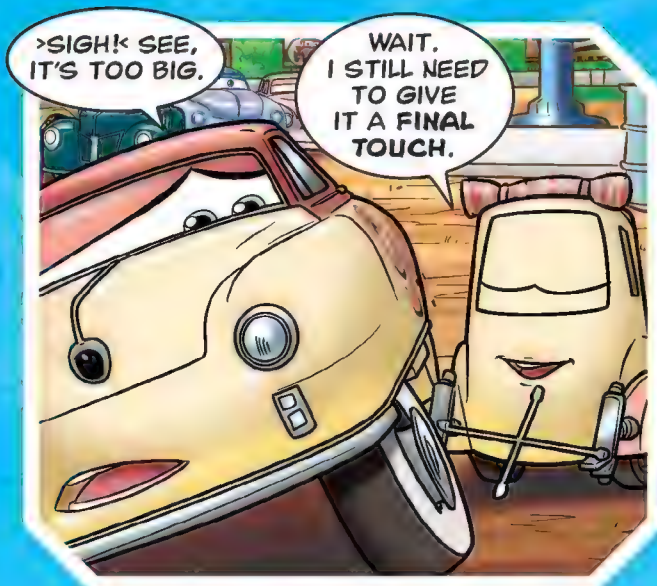
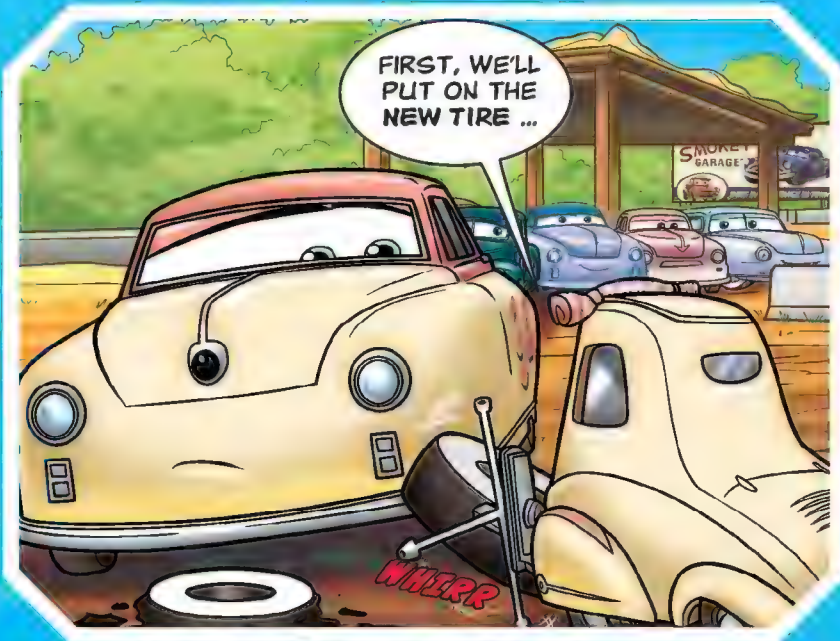
IT'LL SLIDE OFF! WHAT DO WE DO NOW?



LOOK AT LOUISE'S EXPRESSION. WHICH OF THE THREE EXPRESSIONS ON THE SIDE MATCHES IT?

ANSWER: C. ALARMED

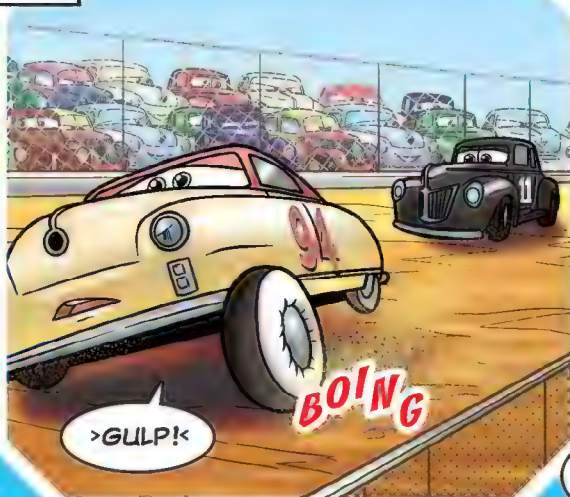








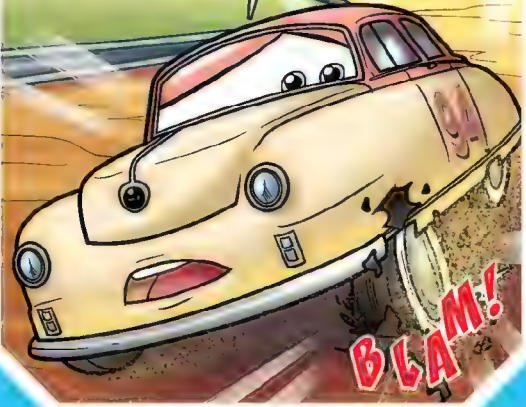
"IT WAS OBVIOUSLY A FAR FROM IDEAL SOLUTION..."





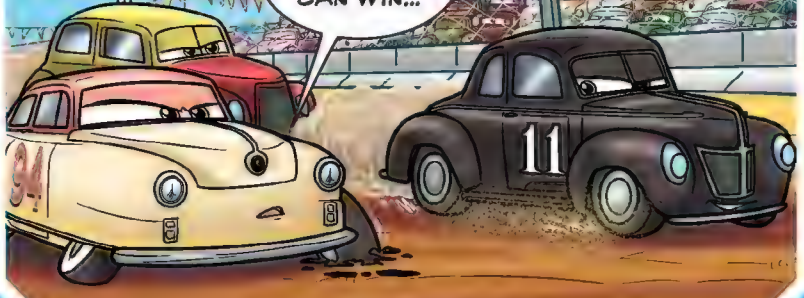
"... NOT!"

OH, NO!  
NOT  
AGAIN!

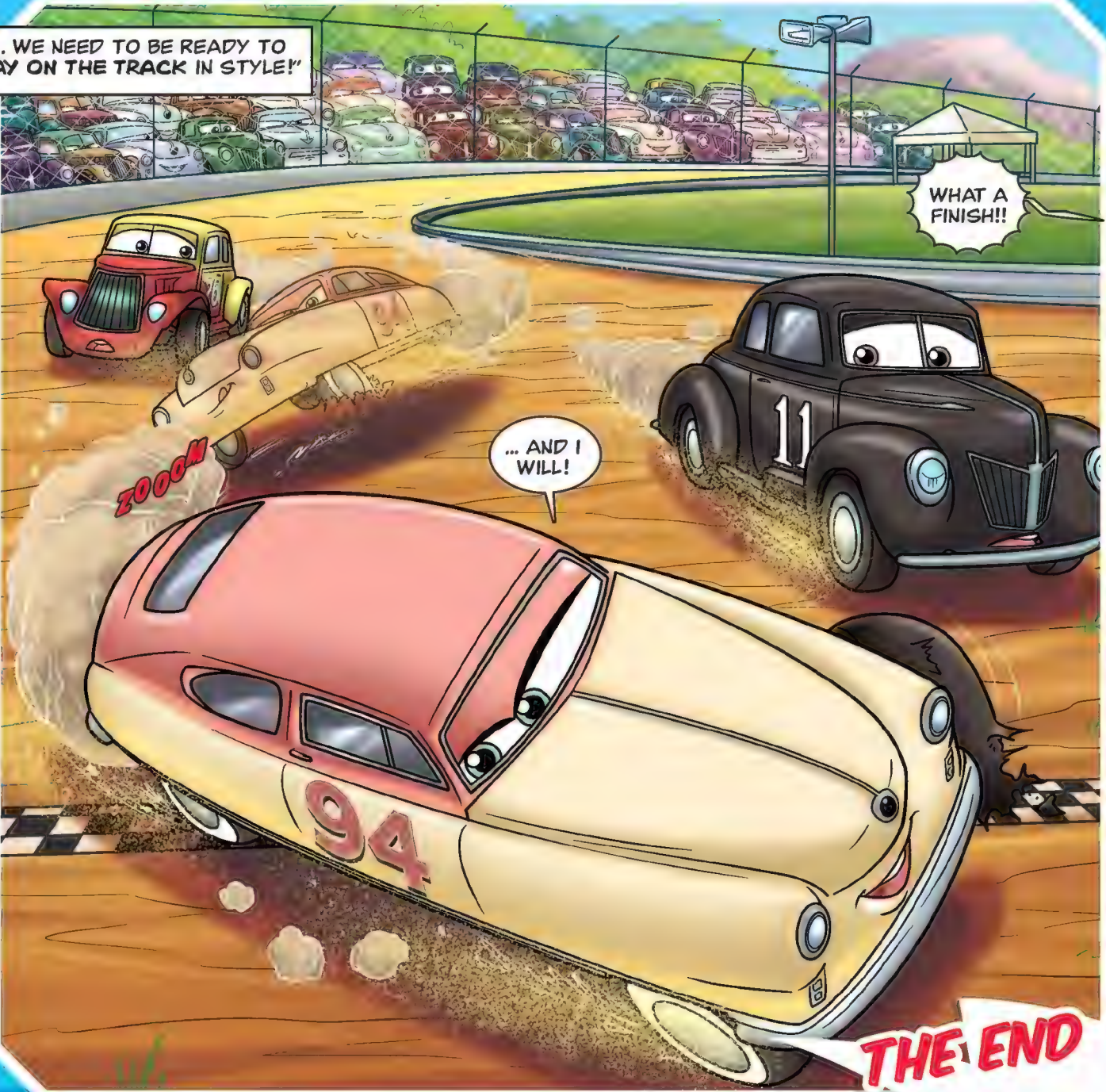


"BUT WHEN THINGS DON'T  
GO THE WAY WE WANT..."

I'M NOT  
GIVING UP. I  
CAN WIN...



"... WE NEED TO BE READY TO  
STAY ON THE TRACK IN STYLE!"





# TAKE MY PLACE!

Push or Shove?



Anything goes when it comes to conquering your opponent's starting place.



ARVY'S  
START

USE YOUR TOY CARS  
OR FIND TOKENS AND DIE  
TO CUT OUT ON PAGE 33.

## HOW TO PLAY

A game for 2 players.

**Object:** To reach your opponent's starting place.

**How to Play:** The younger player goes first. Take turns rolling the die.

Move from space to space depending on the color you roll:

Advance when you roll green arrows for Arvy, and yellow arrows for Miss Fritter;

move right or left, following either red or blue arrows.

If you roll a nonmatching color, stay where you are. If you land on a space occupied by your opponent, he or she must go back one space.

**And the winner is . . .** the first player to reach his or her opponent's starting place.

MISS  
FRITTER'S  
START





# 3-D BEST WISHES CARD

THERE'S A LOT OF LOVE OUT THERE, YOU KNOW, MAN?



## YOU'LL NEED:

- White card stock
- Safety scissors
- Glue stick
- Felt-tip pen

## REMEMBER:

ASK AN ADULT FOR HELP WITH SCISSORS!

1

Cut a piece of white card stock to 6 by 4 inches, then fold it in half.



2

Cut out the 7 wheels on page 31 and fold them in half.



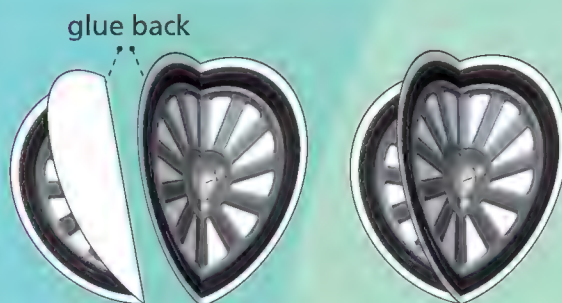
3

Write your message on the wheel with the big white dot.



4

Glue the 7 wheels together. Follow the pattern on page 31.



1

2

5

Glue the first and last flaps of the group to the middle of the cardstock.



YOUR 3-D MESSAGE IS READY TO SEND!

BEFORE CUTTING OUT THE WHEELS, PULL OUT THIS PAGE AND GLUE IT TO A SHEET OF PAPER FOR SUPPORT!

Before you cut out this page, play the game on page 32!



## USE THIS PATTERN



Glue the back of this flap to the cardstock.

Glue the back of this flap to the cardstock.





# FLORIDA 500

1

PHOTO  
FINISH

Cruz caused quite a thrill when she took the checkered flag in the Florida 500.



Thanks to a triangular look at these 2 scenes, 6 differences stand out. Can you spot them?



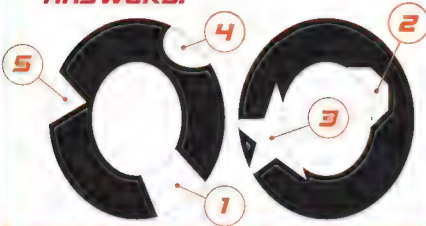
SOLUTION ON PAGE 33



# GAME SOLUTIONS

## PAGES 4-5

**DOUBLE ZERO**  
ANSWERS:



## PAGE 6

**1 ATTENTION TO DETAILS**  
ANSWERS:



## PAGE 7

**2 ALWAYS 8**  
ANSWERS:

**A**  $5+3=8$  **B**  $7+2=9$   
**C**  $6+1=7$  **D**  $4+4=8$   
**E**  $2+6=8$  **F**  $3+5=8$   
**G**  $6+3=9$  **H**  $7+1=8$

## PAGES 8-9

**1 WHAT SIZE ARE YOU?**  
ANSWERS:

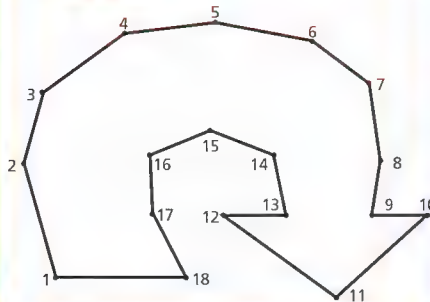
**A=5 B=3 C=1**  
**D=4 E=2**

**2 CAR-TEGORIES**  
ANSWERS:

**TRUCKS 8**  
**PITTIES 5**  
**CAMPERS 6**  
**PICKUPS 4**

## PAGE 15

**NEED HELP?**  
ANSWER:



## PAGES 16-17

**1 LOOKIN' GOOD, ON THE GO!**  
ANSWER:



**2 LOST HEART**  
ANSWER: **3**

**3 FLO'S SLOGAN**  
ANSWER:

**I HAVE GAS!**  
**LOTS OF GAS!**

## PAGES 20-21

**1 FRAGMENTED FRAMES**  
ANSWERS:

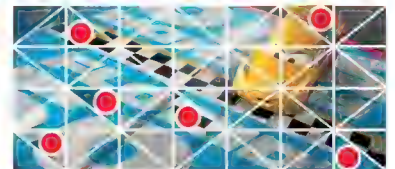
**A=4 B=3 C=1 D=2**

**2 FADED MEMORIES**  
ANSWERS:

**A=2 B=5 C=6 D=1**  
**E=3 F=7 G=4**

## PAGE 32

**1 PHOTO FINISH**  
ANSWERS:



## LET'S PLAY!



Cut out the tokens and die to play the game on pages 28-29.





IN THE  
NEXT  
ISSUE

# MACK

## PREPARE FOR A NEW JOURNEY!



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Disney Pixar Cars

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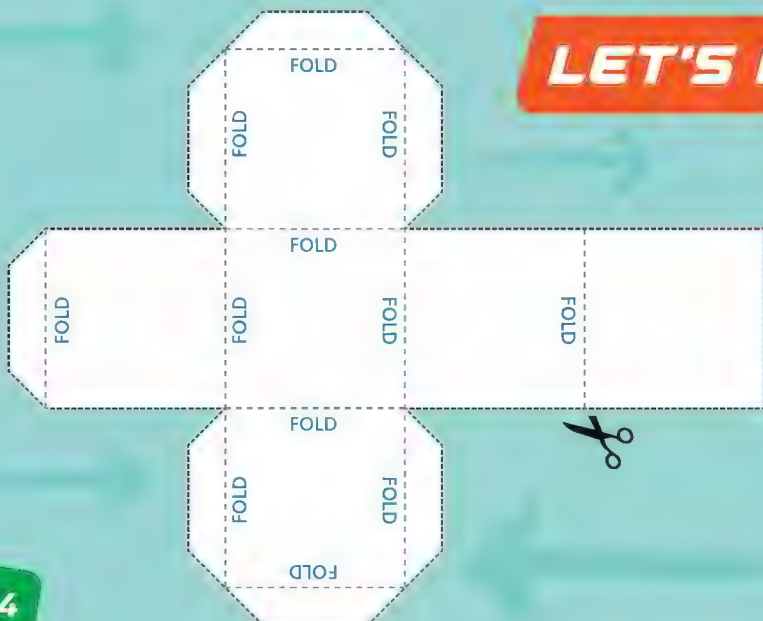
### LET'S PLAY!



Cut out the  
tokens and die to  
play the game on  
pages 28–29.

TAKE  
MY  
PLACE!

TAKE  
MY  
PLACE!





# PLAYING CARDS

COLLECT AND PLAY!

## LEGENDS



**SMOKEY**

**+1**

**+2**

**+1**

SAND

MUD

ASPHALT

© Disney/Pixar, Hudson™

## LEGENDS



**LOUISE  
NASH**

**+2**

**+2**

**+2**

SAND

MUD

ASPHALT

© Disney/Pixar, Nash Ambassador™

## LEGENDS



**RIVER  
SCOTT**

**+2**

**+2**

**+2**

SAND

MUD

ASPHALT

© Disney/Pixar

## LEGENDS



**JUNIOR  
MOON**

**+2**

**+2**

**+2**

SAND

MUD

ASPHALT

© Disney/Pixar, Ford™

## HIGH VALUE

A game for 2 players.

Object:

To win all your opponent's cards.

How to play:

The first player picks the top card from his or her deck and challenges the second player by choosing the highest of the three values: sand, mud, or asphalt. The second player responds by picking the top card from his or her deck. The player with the highest card value wins the challenge and the cards, which are then placed at the bottom of his or her deck. The winner of each challenge launches the next challenge. If the cards' values are equal, further challenges are launched until there is a winner, who gets all the cards that have been played in that turn.

And the winner is... the player that wins all his or her opponent's cards.

## TV STARS



**DARRELL  
CARTRIP**

**+1**

**+1**

**+3**

SAND

MUD

ASPHALT

© Disney/Pixar, Monte Carlo™

## TV STARS



**NATALIE  
CERTAIN**

**+1**

**+1**

**+2**

SAND

MUD

ASPHALT

© Disney/Pixar

## TV STARS



**SHANNON  
SPOKES**

**+1**

**+1**

**+2**

SAND

MUD

ASPHALT

© Disney/Pixar

## TV STARS



**BOB  
CUTLASS**

**+1**

**+1**

**+1**

SAND

MUD

ASPHALT

© Disney/Pixar





© Disney/Pixar



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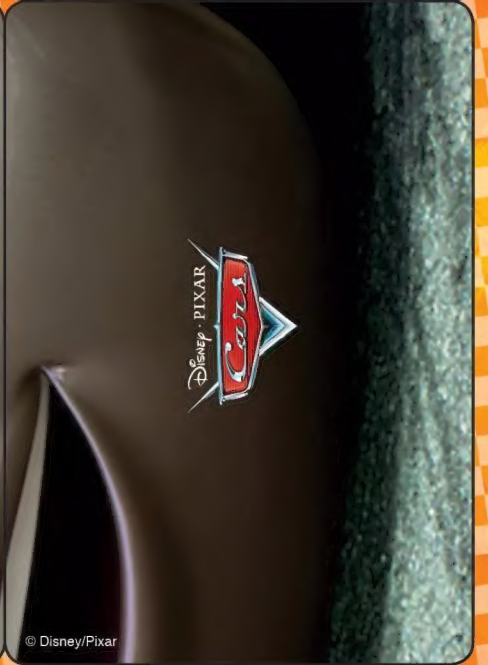
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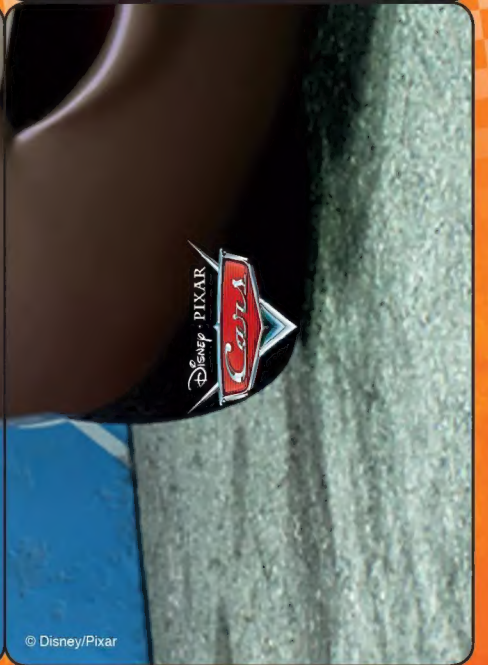
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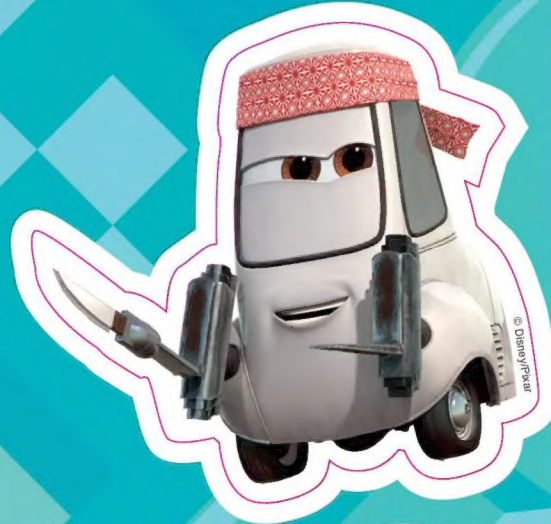
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© Disney/Pixar



STICKERS





# GREEN GIANT



*LIKE IT?  
BUY IT!*

